PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00943

# EAGLE ONE

## HARRIER ATTACK™

INFOGRAMES

## WARNING READ BEFORE USING YOUR PlayStation® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

## HANDLING YOUR PlayStation® DISC

- This compact disc is intended for use only with the PlayStation game console.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other heat source.

- Be sure to take a break during extended play.

- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

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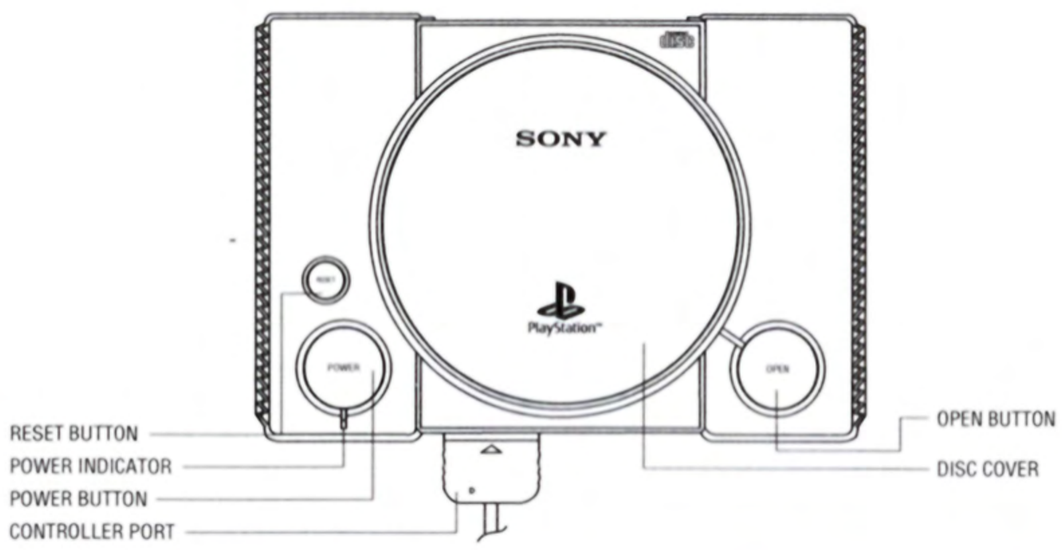
## STARTING THE GAME

1. Set up your PlayStation® console according to the instructions in the instruction manual supplied with your console.
2. Insert the Eagle One™ Disc and close the Disc cover.
3. Insert a game controller into Controller port 1. For two players, insert a game controller into Controller port 2 as well. Turn on the PlayStation® console.
4. You may skip the introduction sequence by pressing the ⊗ button. The main menu will appear.




## WELCOME

It's up to you Pilot. The world faces a threat that's going to take every ounce of skill and guts to overcome. You'll face danger at every turn and the enemy will never let you rest. But there is hope. You have your own ability and you have Eagle One. Together you make a team the free world can be proud of. Your country needs you.
Go get 'em.

## DUALSHOCK™ Analog CONTROLLER

**NOTE:** Do not insert or remove peripherals or MEMORY CARDs once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play. This game requires one free MEMORY CARD block to save.

## THE MAIN MENU

Five options are available at the start of the game: One-Player, Two-Player, Two Player Vs., Options and Training. Other options will

appear here as the game progresses. Use the directional buttons (or left stick on a DUALSHOCK™ analog controller) to move up and down the options and press the ⊗ button to choose from the list.

## TRAINING

Every would-be, wet-behind-the-ears Pilot needs training and you're no exception. Choose the Training option on the main menu. This will take you to the Eagle Squadron Flight School in Nevada, where Commander Coleman will take you through basic flight and weapons training. You WILL follow the Commander's instructions carefully and you WILL take your time!

When you have completed your training successfully, you will be returned to the main menu.

## THE ONE PLAYER GAME

:Select Island
:Hawaii
Light ANM presence. US bases captured and occupied by ANM forces. Turn back the invaders and re-establish a US presence.
Lat 155 36' 24" W
Long 19 17' 36" N
Back
Select

## THE ISLAND SELECT SCREEN

This screen allows you to choose the Hawaiian Island on which to fly a mission. At the start of the game, only Hawaii is available (other islands will open up as you complete missions).

Use the directional buttons to move the crosshair over the different islands. Intelligence reports on each island will be displayed as you do so. Press the ⊗ button to choose an island.

## THE MISSION SELECT SCREEN

This screen allows you to choose which of the island's missions you want to fly. At the start of the game, only "Scramble" is available - other missions will become available as you progress. Use the directional buttons (or left stick on the DUALSHOCK analog controller, to move up and down through the list of missions. The view of the island will spin as you move up and down through the

mission list to show you roughly where you will start the mission. Press the ⊗ button to choose the mission.

## STARTING YOUR FIRST MISSION

The self-proclaimed ANM force has invaded the Hawaiian Islands and established an occupying presence that is making a mockery of our nation. As pilot of Eagle One, YOU must resolve the situation and send a clear signal to all who would follow in the ANM's path. Intelligence show their forces to be strongest in the north where they landed and weakest in the south.

The USS Armstrong has arrived off the coast of the southernmost island, Hawaii, and marines have already established a US ground base at Hilo Airbase. As the game begins, you and two other pilots - Mad Dog in Eagle Three and Jackal in Eagle Five, are on your way from the USS Armstrong to the forward base to provide close air support.

You may skip the mission briefing by pressing the ⊗ button, but it is strongly suggested that you watch it the first time you fly a mission.

## CONTROLLING THE HARRIER

### FLIGHT CONTROLS

The Harrier has two flight modes. Toggle between Jet mode and Hover mode by pressing the R1 button.

**JET MODE** - In Jet mode the Harrier flies like a conventional jet, with its nozzles pointing backwards to provide forward thrust. Use the directional buttons or left stick on a DUALSHOCK analog controller to control the direction of flight. Use the △ button to speed up and the ▣ button to slow down. Your rudder (L2 and R2 buttons) can be used to assist turning.

**HOVER MODE** - When you switch to Hover mode, the Harrier rotates its nozzles to face directly downwards, providing upward thrust to hold the Harrier stationary. Use the △ button to increase thrust and rise vertically upwards. Use the ▣ button to decrease thrust and sink downwards.
You can perform a vertical landing by hovering above the landing cross (use the Harrier's shadow to position yourself) and slowly decreasing your thrust.

**VIFFing** - By using the directional buttons or the left stick on an DUALSHOCK analog controller, you can angle the Harrier so that its engines will push you forwards, backwards or to either side (strafing). This is called VIFFing (Vectoring In Forward Flight). Use it to maneuver in hover mode to avoid enemy fire and target enemies quickly. You can VIFF faster by using the △ button to increase your speed while moving in any direction.

## OTHER CONTROLS

| | |
|---|---|
| L1 button | Change Target (see "Using Your Weapons") |
| ◎ button | Change Weapon |
| ⊗ button | Fire Weapon |
| SELECT button | Change View |
| START button | Pause |

**NOTE: The right stick of your DUALSHOCK analog controller can be used to free look independently around the screen.**

## FUEL

**Stay on top of how much fuel you have – if your tanks run dry, you'll fall from the sky. As a general rule, you'll refuel automatically by landing at home base. However, under some circumstances, there may be neither the time nor resources to refuel – in which case you'll start your mission needing to either refuel before you run out or else land and transfer to another aircraft. You will be told which course of action to take in your mission briefing.**

## ARMOR

**At the start of each mission Eagle One will have 99 points of armor. Enemy fire will reduce this, as will hard landings, impacts with the ground and collisions with objects. You may replenish your armor by landing at Eagle Nest – your base for that mission. However, Eagle Nest's resources are limited - only 99 points of replacement armor are available each mission. If you don't want to use all the available replacement armor up at once, you may take off again while repairs are under way.**

## WEAPONS

**Your Harrier is cleared to carry the following types of weapons:**

**CANNON: 25mm Gatling-type cannon – good against all targets, but requires careful aiming.**

**ROCKETS: Unguided Rockets – two pods linked together.**

**AIR-TO-AIR: Infra-Red 'All Aspect' Air-To-Air Missiles.**

**AIR-TO-GROUND: Air-To-Ground Missiles.**

**Every effort will be made to upgraded Eagle One's weapons as resources become available. In addition, special weapons may be offered for some missions. These include:**

**BOMBS: 530lb "Dumb" Bombs or 985lb "Iron" Bombs.**

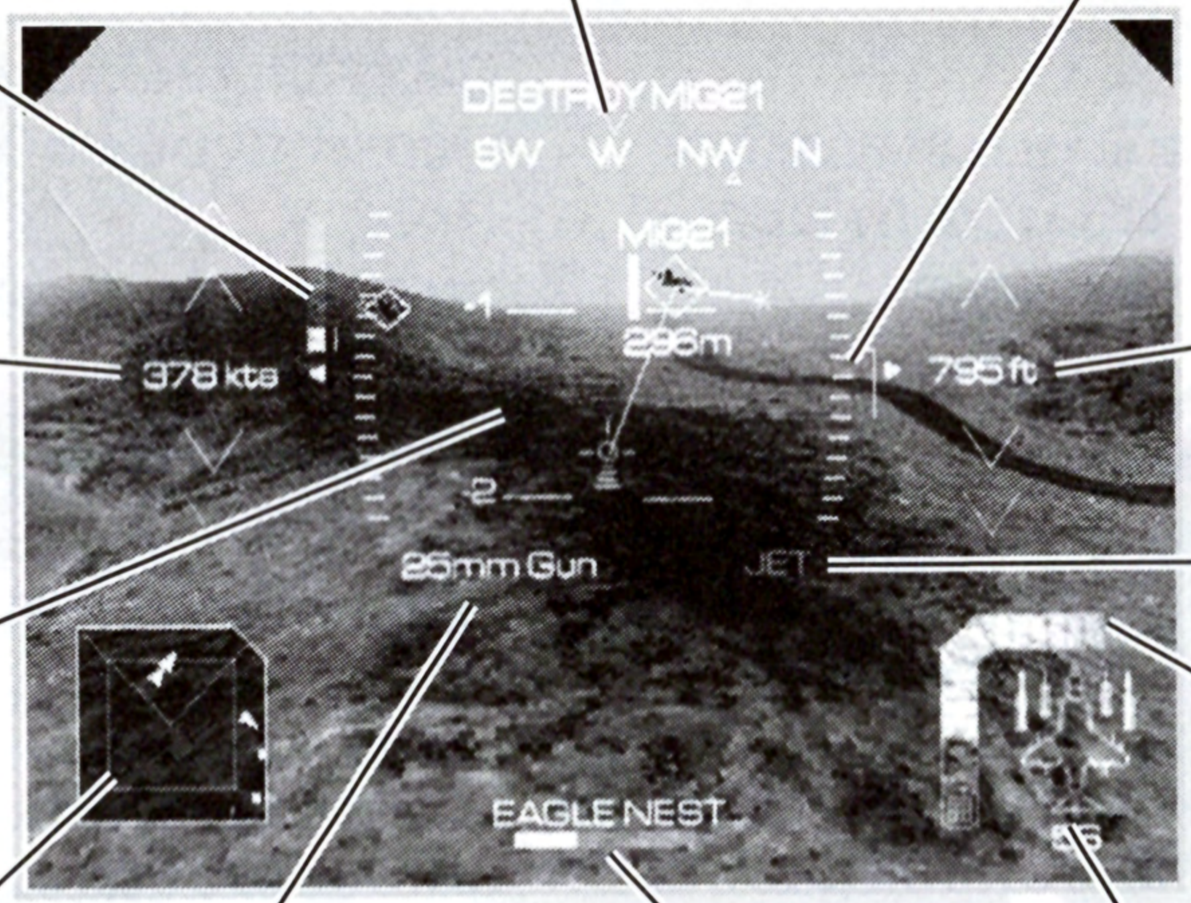
**AIR-TO-SEA WEAPONS: Air-to-sea unguided or guided anti-ship missiles.**

**Finally, you should be aware that other aircraft may be equipped with weapons different to those on your Harrier. When boarding a new aircraft you should cycle through its weapons to assess your defensive and offensive capabilities.**

## THE HEADS-UP DISPLAY (HUD)

**The HUD is a projection of your cockpit's instruments onto a transparent panel in front of you, allowing you to stay aware of the situation while keeping your eyes on the action.**

**Your HUD shows:**




**Compass**

**Climb/Descend Display**

**Throttle Display**

**Airspeed**

**Altitude**

**Jet/Hover Mode Indicator**

**Pitch Ladder**

**Fuel Bar**

**Radar**

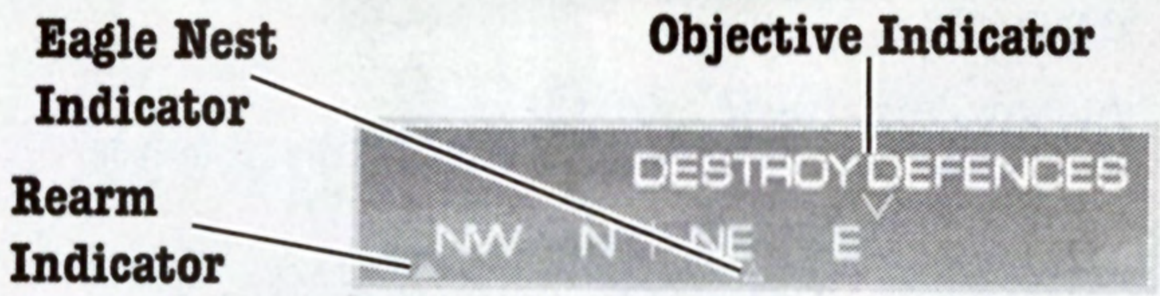
**Armor Display and Weapons Status Indicators**

**Current Weapon/Ammo**

**Friendly Damage Bar**

**COMPASS - shows the direction you are facing.**
**PITCH LADDER - shows your orientation to the ground.**
**THROTTLE DISPLAY - shows your current throttle setting.**
**CLIMB/DESCEND DISPLAY - Shows whether you're rising or falling.**
**RADAR - Your radar will automatically zoom to show enemies around you. Primary targets will appear as yellow icons, while other enemies will be shown in red. Friendly units and buildings are shown in blue. Squares represent ground units, while aircraft are shown as triangles. Incoming missiles are shown as small flashing squares.**

**ARMOR DISPLAY - The outline of your current aircraft will gradually turn red as your armor is depleted. The number below the display is the amount of armor remaining out of 99.**




**WEAPONS STATUS INDICATORS: These show when any currently chosen missiles (air-to-air or air-to-ground) and rockets have reloaded. When the outer two turn from red to green, you are ready to fire another missile. When the inner two change, your rockets have reloaded. When either pair disappears, that weapon is exhausted**

**FRIENDLY DAMAGE BAR - On missions in which your objective is to protect a friendly target, this bar shows you how much damage the target has taken. If your mission has a fixed time limit, the bar will be replaced by a countdown clock.**

**OBJECTIVE INDICATOR (BLUE OR YELLOW ARROW) - turn your aircraft so that this is in the center of the compass and you'll be heading straight for your objective. The Objective Text tells you what your current objective is. If the objective arrow and text is blue, your objective is a friendly target that you must protect, rescue or land on. If they are yellow, your objective is an enemy target which must be destroyed.**

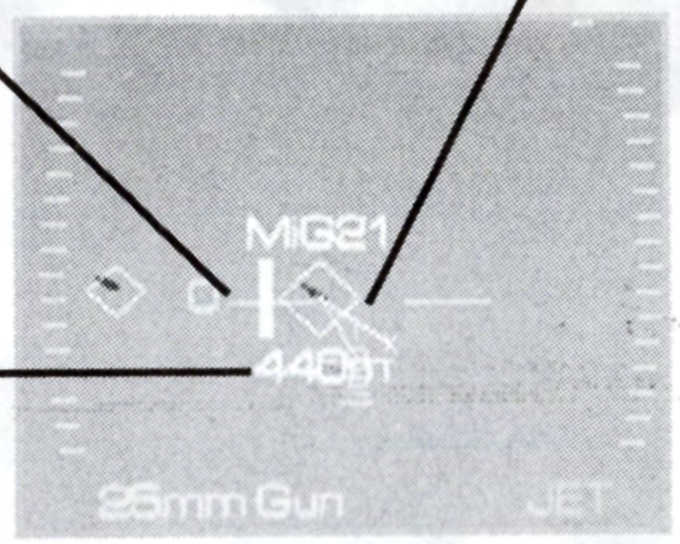
**EAGLE NEST INDICATOR (UNFILLED TRIANGLE) - this indicator will always lead you back to Eagle Nest, your base for the current mission.**

**REARM INDICATOR (FILLED TRIANGLE) - this indicator will lead you to the rearming site (if one is available) for the current mission.**

## USING YOUR WEAPONS

**Cycle through your weapons and the crosshairs will change to represent the different weapons types. Target boxes will appear around ground and air units as your targeting computer identifies them. A blue target box identifies a friendly unit, a red one an enemy unit and a yellow one a primary target. The target's range in meters is shown below the target box. As the target comes within range, a bar showing its remaining armor will appear to the left of the target box.**

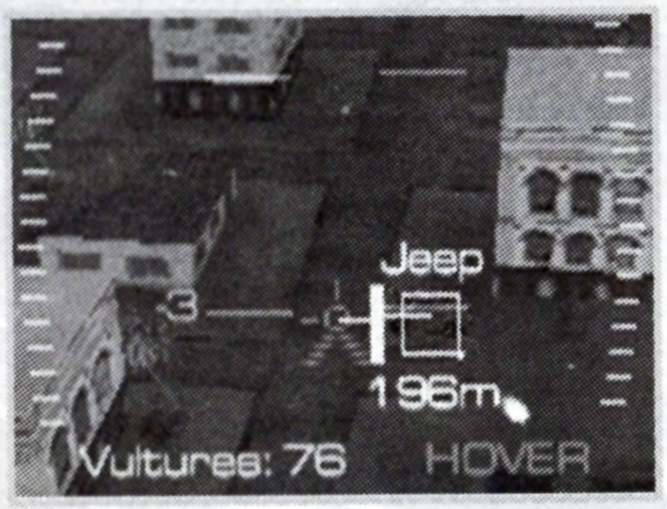
## CANNON



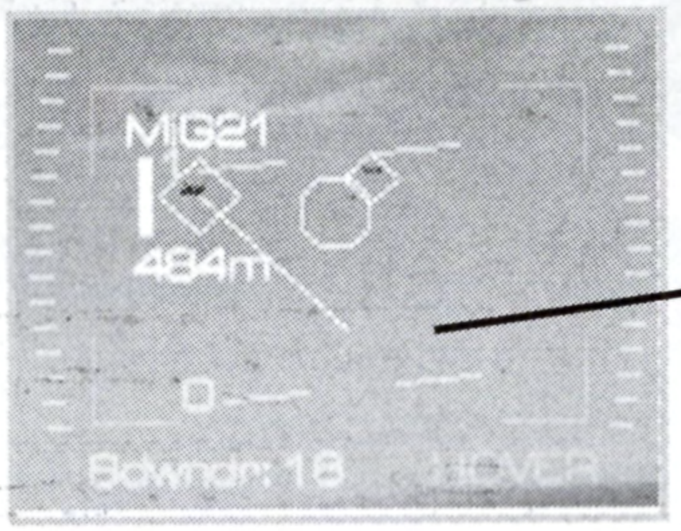

When using your cannon, simply aim the gun cue at the target you want to hit. If the target is moving, you will need to fire slightly in front of it, to allow for its movement. A predictive tracker will appear to help you aim. Fire at the x at the end of the line and you'll be more likely to hit your target.

## ROCKETS

Rockets are unguided and trickier to aim, but you can damage multiple targets at once by catching a group of units in the blast. Use the rocket sight to aim.
TIP: For a moving target, fire slightly ahead of it.

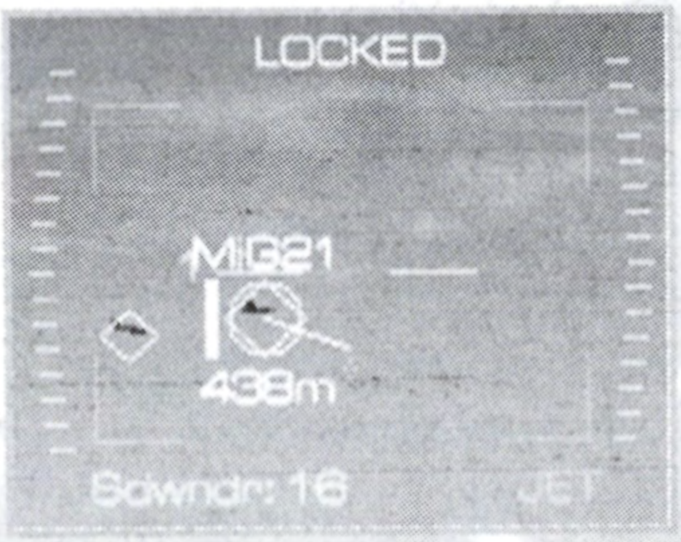



## GUIDED WEAPONS (AIR-TO-AIR AND AIR-TO-GROUND MISSILES)




Lock-On Box

Missile Locking




Missile Locked

To fire a guided weapon, you must first lock on to an enemy. The large lock-on box shows you the area of the screen in which an enemy may be locked onto. The targeting computer will automatically lock-on to the enemy nearest its crosshair. Press your target button to cycle through the enemies in the lock-on box. When a target comes within range, a tracking circle will appear and move towards the target. When the two meet, the missile will lock-on to the target and you may fire. If you fire before you get a lock, the missile will fly in a straight line.

## LANDING

**Sometimes, you'll need to land your aircraft, e.g. to rearm, pick up a passenger, transfer to another aircraft or complete a mission objective.**

**To rearm, land on the yellow and black "H" pad at the top of the rearming platform.**

**To pick up a passenger, look for the white cross on the ground marked by a landing flare. Land on top of the cross and the passenger will enter your aircraft.**

**To complete a mission through landing, follow your objective indicator back to Eagle Nest and land there.**

**To transfer to another aircraft, land on the white landing cross and you will automatically transfer to the other aircraft. Once you have transferred, you will remain in that aircraft for the remainder of the mission.**

## CHANGING YOUR VIEW

**You can toggle between chase-cam and HUD view by pressing the SELECT button. When you approach a landing site, your view will automatically change to a landing camera to make landing easier.**

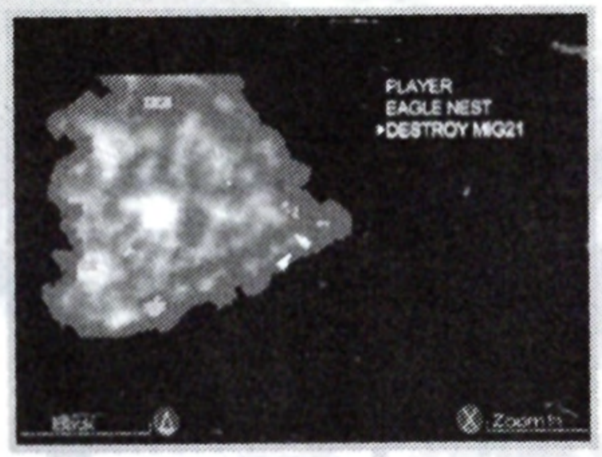
## THE IN-GAME PAUSE MENU

**Pressing the START button in-game will bring up the pause menu.**

### RESUME MISSION

**Returns to the action at the point you paused.**

### NAV. COMPUTER




**Brings up your Nav Computer where you can review your objectives and locate your targets. Use the directional buttons to move up and down the list of objectives. As each one is highlighted, the appropriate icon will flash on the map to reveal its location. You can zoom into the map by pressing the ⊗ button and zoom out by pressing the △ button.**

## ACTION REPLAY

This option allows you to replay great stunts and kills. Move the camera around using the directional buttons and zoom in and out using the △ and □ buttons. When the replay has finished you will be returned to the pause menu.

## PAUSE VIEW

You can freeze the action and get a different view of your situation by choosing Pause View. The Harrier, enemies and everything else in the game world will be frozen and you can use the directional buttons to rotate around the scene, and the △ and □ buttons to zoom in and out. Press the ✕ button to return to the pause menu. Press SELECT to return to the game

## ABORT MISSION

Returns to the Main Menu.

## MEDALS

Medals are awarded for acts of valor beyond the call of duty, for causing significant damage to the enemy forces and in certain other special circumstances. You will only be awarded a medal if you successfully complete a mission. Your medals can be viewed by using the Medals option in the Main Menu. Scroll through your medals by pressing the left and right directional buttons.

## POINTS AND BONUSES

Points are awarded for each enemy unit destroyed. You will also receive bonuses for completing certain missions in a short time, protecting your Harrier from damage and for weapon accuracy. The total score for each mission is saved when you save your position, so by re-flying previous missions you can alter your cumulative score.

## STUNT BONUSES

There are ten stunt bonuses – two hidden on each of the islands. To gain each one, you will have to perform a flying stunt based around a particular piece of scenery on that island. These bonuses are saved when you save your game and you may return to earlier islands to find any that you have missed. Simply re-fly any mission on the appropriate island and search out the stunt bonus while you complete the mission. The stunt bonus will only be awarded if you complete the mission successfully. Finding all ten stunt bonuses will grant access to secret features of the game. The stunt bonuses you have found are displayed on the island select screen.

## SAVING YOUR POSITION

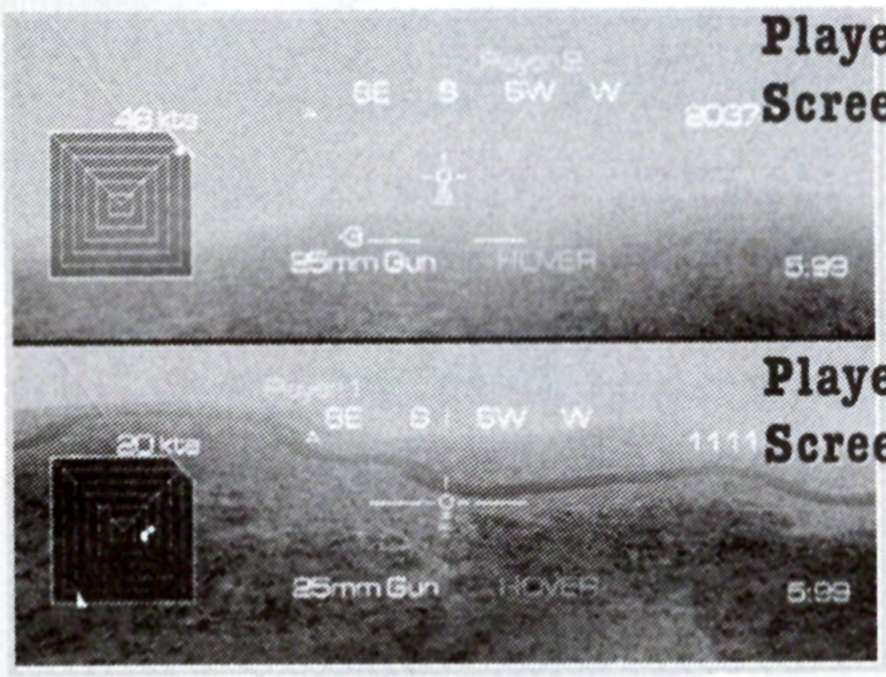
After each successfully completed mission, you will be given the option of saving your game. Each mission score, cumulative score and stunt bonuses found will all be saved.

## LOADING A SAVED GAME

The "Load Game" option on the main menu allows you to load a previously saved game.

## THE TWO-PLAYER GAME

**There are four two-player cooperative missions. Simply choose one and work with your wingman to defeat the ANM forces. You cannot rearm your special weapons in a Two-Player game, so use them wisely. You may both repair by landing at Eagle Nest.**

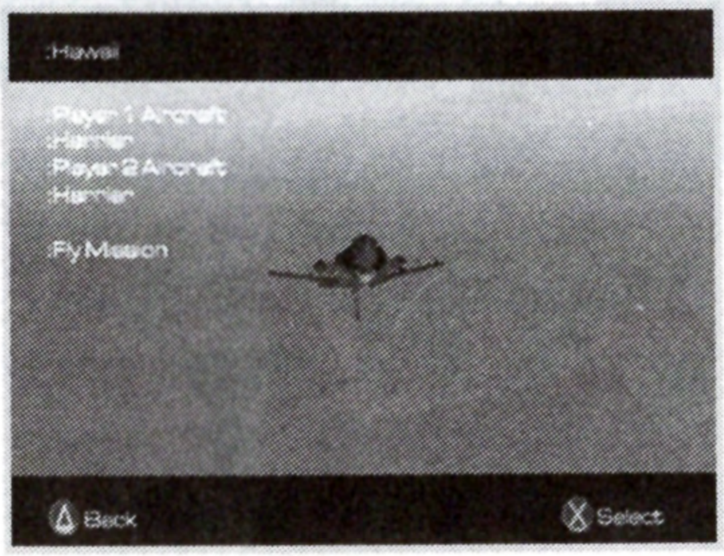



**Player One's Screen**

**Player Two's Screen**

## THE TWO-PLAYER VS. GAME

**In this mode you can take on a fellow pilot in your choice of aircraft and see who is the best. Use the directional buttons to move between the different options, and press ⊗ to change them.**



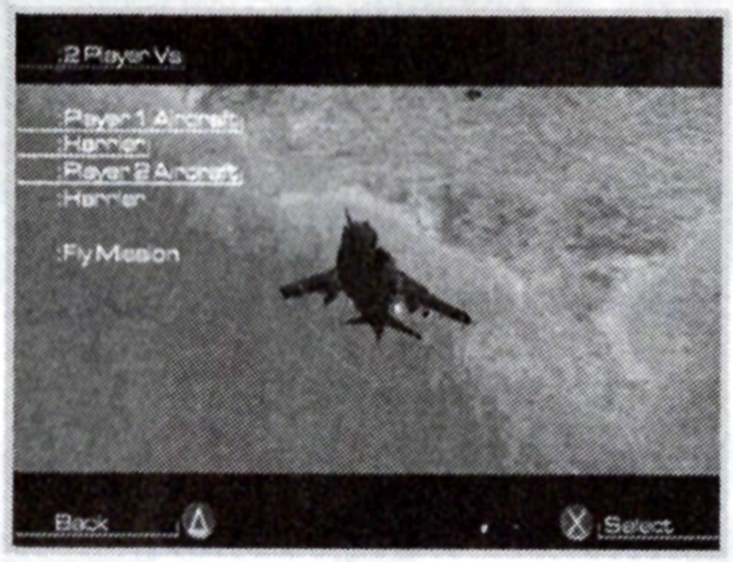

**AIRCRAFT - Choose between any of the aircraft you fly in the One-Player game. Each player can choose a different aircraft.**

**Choose "Fly Mission" and press ⊗ to begin the dogfight.**

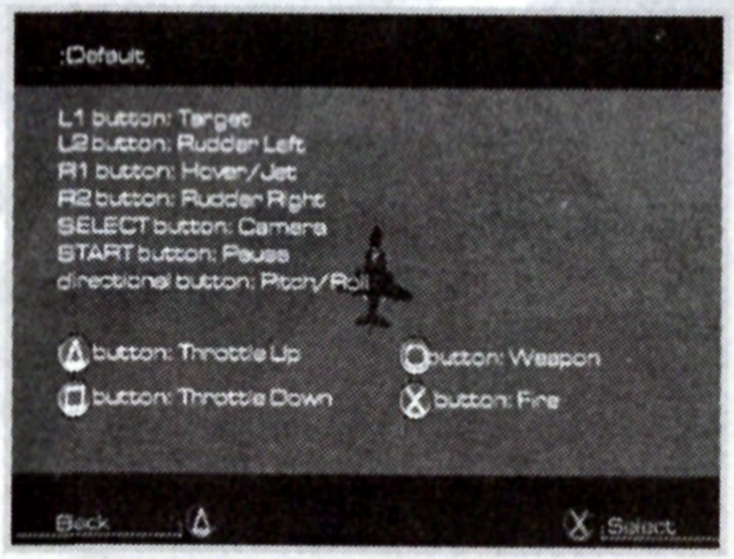
**Lives/Armor**

**Each player has five lives. When an aircraft's armor is reduced to zero, that player loses a life and reappears in a new aircraft elsewhere in the island's airspace. When all of a player's aircraft have been destroyed, the other player wins. Each player can use his objective indicator to hunt down his opponent by bringing it to the center of his screen.**

# OPTIONS

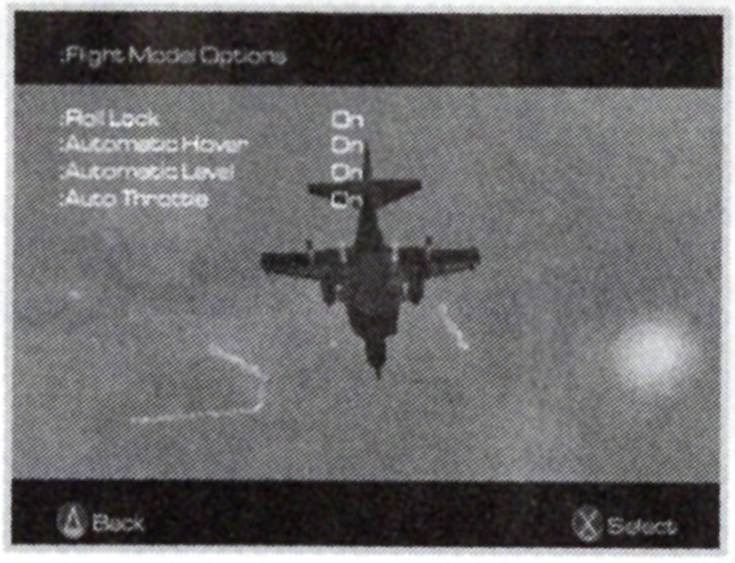



**DIFFICULTY: Allows you to choose between Easy, Normal and Hard difficulty levels.**
**MUSIC Vol: Adjusts the volume of the in-game music.**
**SFX Vol: Adjusts the volume of the in-game sound effects.**
**SOUND: Toggles sound between mono and stereo.**
**SCREEN ADJUST: Allows you to adjust the position of the screen to suit different televisions.**




**Controller 1 and 2 Config - Lets you choose between the default and two alternative control layouts**

# FLIGHT MODEL




**Toggle the Auto Flight Features to make getting to grips with the Harrier easier.**
**WARNING: This will prevent you performing some of the maneuvers which you'll need against the deadlier ANM combat aces. Try gradually turning the Auto Flight Features off as you become more accomplished.**

**AUTO-LEVEL - This gently rolls your Harrier so that its wings are level with the ground. Turning this option OFF will allow you to fly upside-down and on your wingtip more easily.**

**ROLL-LOCK - This prevents you from rolling the Harrier too far when turning. By turning it off you can turn much faster and perform barrel rolls (roll the Harrier through 360°).**

**AUTO-HOVER - This automatically controls the engine while in Hover mode, providing enough thrust to keep you from falling out of the sky. By turning it off you can take control of your thrust, allowing you to pull off more complex maneuvers while VIFFing.**

**AUTO-THROTTLE** - This holds your throttle at a reasonable "cruising speed" which can be increased by pressing the △ button and decreased by pressing the ▣ button. When the button is released, your speed returns to the cruising speed. By turning Auto-Throttle off, you can set your throttle wherever you like, allowing you to stay at high speed in dogfights without holding down the △ button.

**IN-GAME TEXT** - Toggles the in-game text on and off

**COCKPIT VOICE** - Toggles the cockpit voice on and off

## WINNING AGAINST THE ANM

### OBJECTIVES

Know your objective at all times. Watch your mission briefing carefully and ascertain the overall aim of the mission. Then use your objective arrow to stay focused on the curent objective. To remind yourself of your mission, use the Nav Computer.

### HOVER AND JET MODE

Hover Mode enables you to aim at ground targets more easily, but also makes you vulnerable. Keep VIFFing around but be ready to switch to Jet Mode to escape should things get unexpectedly rough. Switching to Hover Mode in a dogfight can surprise an opponent and let you get a shot in, but watch out for incoming missiles and enemy jets that might not have time to avoid you!

### USING THE CANNON

Don't underestimate your cannon - you have infinite rounds and in a close combat dogfight there's nothing better for taking out a jet. You can also use it on ground targets, thereby preserving other weapons for opponents you'd rather take out from a distance.

### STANDARD LANDINGS

It's easier to land vertically, but the Harrier can also land in Jet mode on a friendly runway or aircraft carrier. Lower your speed as much as possible before you touch down and then take your throttle right down so you don't overshoot the runway!

### MISUSING WEAPONS

In an emergency you may use air-to-air missiles against ground targets. Be warned, though, that such missiles will not acheive lock-on, forcing you to get close in and aim carefully. You can also use air-to-ground missiles against air targets, but you'll need to be a crack shot!

### BITCHIN' BETTY

Listen to your cockpit computer. By listening to her voice you can stay informed of your situation while keeping your eyes fixed on the action.

### EXPERT MISSILE-LOCKING

When locking-on missiles, you can speed the process up by moving the Harrier's nose

around using your flight controls to try and "nudge" the tracking circle onto the target.

Your chances of hitting the target depend mainly on:

- How close you are to the target (this gives the enemy less time to take evasive maneuvers and use flares or chaff)

- The angle between you and the enemy (if the missile has to make a tight turn to hit the enemy, it's less likely to hit. It's always good to try and get the enemy in your crosshair so that there's roughly a straight line between you).

- How fast the enemy is moving towards/away from you (for the best chance of hitting an enemy jet, get on his tail and match his speed before firing a missile).

## USE YOUR RADAR

To win in a dogfight, you must know where the other jet is. Keep one eye on your radar at all times so you know what's going on around you.

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**To: Sarah, Lewis and anyone else who we've unintentionally missed off the list, we appreciate all your help!**

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PlayStation

NTSC U/C

EVERYONE

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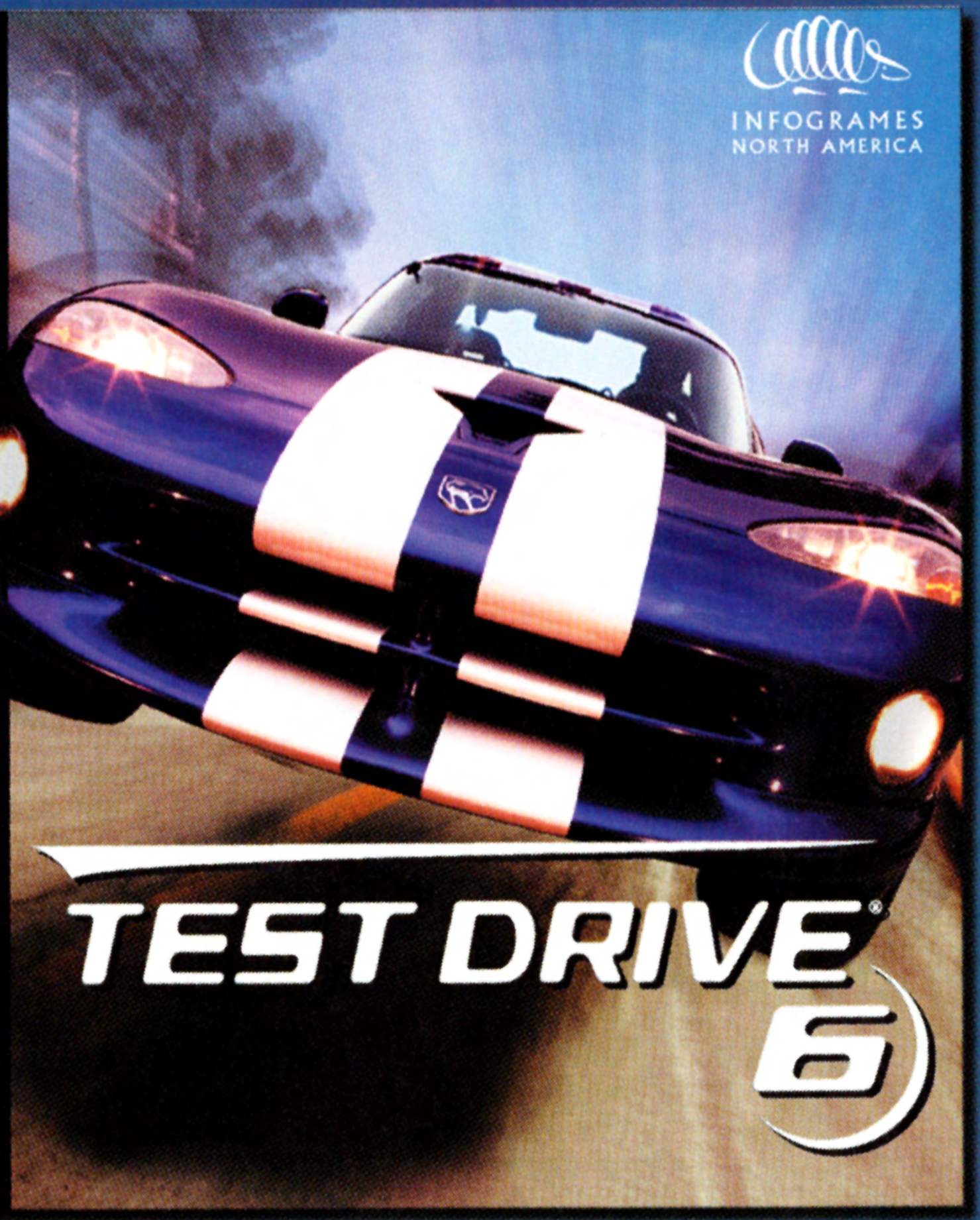


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